

**MANITOBA
RUGBY FOOTBALL
UNION**



**CONSTITUTION
— and —
RULES OF THE GAME
ADOPTED 1904**

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MANITOBA

RUGBY FOOTBALL UNION

OFFICERS FOR 1904-05

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Hon. Vice-President—W. W. RICHARDSON.

President—H. W. TRENHOLME.

Vice-President—W. McFARLANE.

Secretary-Treasurer—W. BURMAN.

EXECUTIVE COMMITTEE

L. A. PENTLAND, St. Johns.

W. MONTGOMERY, Winnipeg.

A. K. MACDOUGALL, Rowing Club.

J. McMANUS, Athletic Club.

C O N T E N T S

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M. R. F. U.

SENIOR CHAMPIONS.

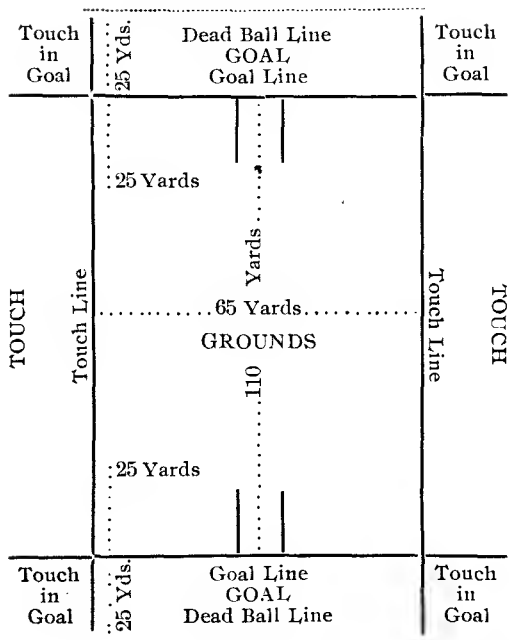
Season.

1892-93.....	St. Johns
1893-94.....	St. Johns
1894-95.....	St. Johns
1895-96.....	St. Johns
1896-97.....	St. Johns
1897-98.....	St. Johns
1898-99.....	St. Johns
1899-00.....	St. Johns
1900-01.....	Winnipegs
1901-02.....	Winnipegs
1902-03.....	Rowing-Club
1903-04	Shamrocks

INTERMEDIATE CHAMPIONS.

1895-96.....	St. Johns
1896-97.....	Winnipegs
1897-98.....	St. Johns
1898-99.....	St. Johns
1899-00.....	St. Johns
1900-01.....	St. Johns
1901-02	Winnipegs
1902-03.....	St. Johns
1903-04	Shamrocks

PLAN OF THE FIELD



RULES OF THE GAME

AS AMENDED, AUGUST 24TH, 1904

1.—1. The GAME is played by teams of 14 on each side, with No. 5 Match Ball, and on grounds 110 yards long, by 65 yards wide, or as near these dimensions as practicable, with the boundaries distinctly marked. A goal is placed in the middle of each goal line, composed of two upright posts exceeding 20 feet in height, placed 18 feet 6 inches apart, and with a cross-bar 10 feet from the ground. Twenty-five yards behind each goal line and parallel thereto is drawn a line called the dead ball line. If the natural boundary of the field be less than 25 yards behind the goal line at either end, then such boundary constitutes the dead ball line at that end.

2. A DROP KICK is made by dropping the ball from the hands and kicking it the instant it rises.

3. A PLACE KICK is made by kicking the ball after it has been placed on the ground.

4. A PUNT is made by letting the ball fall from the hands and kicking it before it touches the ground.

5. A FLYING KICK is made by kicking the ball without touching it with the hands.

6. KICK-OFF is a place kick from the centre of the grounds.

7. KICK-OUT is a drop kick from not more than 25 yards from the kicker's goal line.

8. When players of opposite sides have hold of the ball, the player who had first hold of, and has not lost the ball, is the POSSESSOR.

9. The ball is in TOUCH if it, or a player with it in his possession, is on or across the touch line; it is in goal if it is on or across the goal line.

10. A PASS is when the ball is thrown by a player in any direction except towards the opponents' goal.

11. A FOUL is when the ball is knocked forward with the hand or arm, or thrown forward, except when being thrown out from touch.

12. The ball is DEAD when it is absolutely motionless on the ground.

13. A TOUCH-DOWN is when a player having possession of the ball, stops it so that it is dead.

14. A TRY is when (a) a player makes a touch-down, or is fairly held in his opponents' goal; (b) a player having crossed his opponents' goal-line with the ball in his possession, goes without losing possession into touch-in-goal.

15. A ROUGE is (a) when a player getting possession of the ball in his own goal makes a touch-down or is fairly held there; (b) when the ball, or a player on defending side having possession of it is in touch-in goal; (c) when a foul is made in goal; (d) when the ball, or a player with it in his possession, touches, or is on or across the dead-ball line.

16. A SAFETY-TOUCH is when a player kicks carries or passes the ball from the grounds, and he, or one of his side, rouges it.

17. When a player having possession of the ball is tackled, the ball is fairly HELD (a) when the player possessing it calls "held," (b) when it is dead.

18. A FAIR CATCH is a catch made within the grounds, direct from a kick or a foul by an opponent.

Match

2.—Each side shall have a Captain, who before the match, shall toss for choice of goals or kick-off. Matches shall last for one hour actual play, with an intermission of ten minutes at half-time, and, in case of a draw, if in the opinion of the referee it is practicable, twenty minutes extra time shall be played, each side playing from the end from which it started the game for ten minutes, and then ends being changed for ten minutes. No delay shall exceed five minutes.

Time

Each side shall play an equal time from each goal. Time shall be deducted while the ball is being brought out for a try, kick-off, or kick-out, for bringing the ball into play after going into touch, and for all delays.

The game shall not be stopped for time or on account of injury to a player, until the ball is dead or out of play, but in the case of a try, or free-kick, the kick shall be allowed.

Referee

3.—There shall be only one referee for a match. He shall enforce the rules and penalties; adjudicate upon disputes, or cases unpro-

vided for by rules; appoint an umpire, touch and goal judges, and two time-keepers, who shall not be members of either of the competing clubs; keep the score, and at the conclusion of the match declare the result.

Umpire

The Umpire shall have power to stop the game, by sounding a whistle, for any infringement of the rules regarding off-side during a scrimmage, charging, hacking or obstructing, and his decision shall be final in such cases.

Touch and Goal Judges

Touch Judges shall inform the referee how and where the ball goes into touch, and when it is not brought out at right angles to where it went in. Goal Judges shall inform the Referee when the ball goes over the cross-bar, and between the posts (or the posts produced) of the goal.

The ball shall be considered in play until the Referee or the Umpire (in those cases where authority has been delegated to him under above rules) stops the game, which he may do at any time, and which he may do at once when any irregularity of play occurs, by sounding a whistle. His decision shall be final.

4.—When the ball is kicked (except by a punt, kick-out, or kick-off) from the grounds without touching the ground or any other player, over the cross-bar and between the posts (or the posts produced) of the opponents' goal, it shall be a goal.

Score

5.—A match shall be decided by a majority of points. A goal kicked from a try shall score 6 points (in which case the try shall not be scored), from a drop kick 5, from a free-kick 4, from a flying-kick or free-kick by way of penalty (either drop or place kick) 2, a try shall score 4, a safety-touch 2, and a rouge 1.

When the ball in the possession of a player is fairly held in the opponents' goal before it is touched down, his side shall score 4 points.

Kick-off

6.—The ball shall be kicked off ($\frac{1}{4}$) at the commencement of the game, by the side making that choice, (b) after change of goals by the opposite side, (c) after a goal or a try has been scored, by the side losing the goal, or having the try scored against them.

The ball shall be kicked more than five yards and shall not pitch in touch; the opponents

shall stand at least ten yards in front of the ball until it is kicked.

In case of infringement the ball shall be kicked off again if the Captain of the opposite side urge it, but if the ball pitch twice in touch on the kick-off, it shall be scrimmaged by the side not offending, on the spot where it was kicked.

Kick-out

7.—The ball shall be kicked out by the side in whose goal it has gone, (a) after a rouge or safety-touch, (b) after the ball has been fairly held in goal.

The ball shall not pitch in touch, and the opponents shall not interfere with the kicker within 25 yards of his own goal line.

In case of infringement the ball shall be kicked out again if the Captain of the opposite side require it, but if the ball pitch twice in touch from the kick-out it shall be scrimmaged, by the side not offending, on the spot where it was last kicked.

Scrimmage

8.—When the ball is fairly held within the grounds, one of the side to which it belongs shall immediately bring it into play where it

was held by placing it dead in front of him, and any player may then put it in motion in any direction with his foot.

If any player being on the ground does not immediately get up, or if the ball is not immediately put into play, or if an opponent interferes with the ball being put into play, or if during a scrimmage any player gets upon his knees, lies upon the ball or touches it with his hand, or being out of the scrimmage stands in front of the ball, the side not offending shall have a free-kick or scrimmage at discretion of Referee.

No team shall be allowed possession of the ball for more than three scrimmages, unless (a) during the third scrimmage the ball has been advanced five yards from the starting point of the third scrimmage by a run; or (b) the ball has been kicked towards an opponent's goal and has been blocked by an opponent. The advance is to be left entirely to the judgment of the Umpire.

Touch

9.—When the ball goes into touch off a player it shall belong to the opposite side; when it is carried into touch it shall belong to the side possessing it.

One of the side to which it belongs shall immediately bring it into play at right angles to where it went into touch, (a) by bounding it in the grounds, (b) by throwing it out.

In case of infringement, the opposite side shall immediately bring it into play.

Off-side

10. A player is off-side if during a scrimmage he is altogether in front of the ball, or if the ball has been last touched by one of his own side behind him. A player cannot be off-side in his goal.

A player being off-side is put on-side when the ball touches an opponent; or when one of his own side has run in front of him, either with the ball or having touched it when behind him.

If a player being off-side in the grounds, or in touch, touches the ball, or being within five yards of the place where an opponent touches the ball, does not allow the opponent to run five yards with the ball, or obstructs or annoys an opponent, the opposite side shall have, at their option, a free-kick where the off-side play occurred, or a scrimmage on the spot where the ball was last played by the offending side before such off-side play occurred, unless such

spot was behind the goal-line, in which case a free-kick only shall be allowed. If the off-side play occur within goal the free-kick shall be taken five yards in front of the goal-line.

Try

11. When a side has obtained a try, except in touch-in-goal, one of its players shall bring the ball straight up to the goal-line, and thence out into the grounds, not more in front of the goal than where it was touched down, or fairly held, and there place it for one of his side to kick.

When a side has obtained a try in touch-in-goal as under Rule 1, section 14, one of its players shall bring the ball out on the nearer touch line and then place it for one of his side to kick.

The kicker's side shall not be in front of the ball when it is kicked, and no player of his side except the placer shall touch the ball until it is kicked, and in case of infringement a goal cannot be scored from such a try. The goal shall not be disallowed because of the placer being off-side or in touch.

Fair Catch, Free-Kick

12. When a player makes a fair catch he shall be awarded a free kick, if he marks the

spot with his heel and none of his own side touches the ball. When a side is awarded a free kick by way of a penalty, the Referee shall mark the spot, and any one of its players may take the kick.

A player who has been awarded a free kick shall kick or place the ball from any point directly behind the mark. The ball must be kicked five yards or touch an opponent, and in case of infringement, the opposite side shall scrimmage the ball where the mark was made.

Charging

13. In case of a try at goal the opponents may charge from the goal-line, and in case of a free-kick, from in line with the mark, as soon as the ball is kicked, or touches the ground, or another player of the kicker's side.

If an opponent charges or interferes when he has no right to, the kicker shall have his kick over again.

14. In case of a kick-off, kick-out, or free-kick, the kicker's side shall not be in front of the ball when it is kicked, and in case of infringement the opposite side shall scrimmage the ball where the kick was made or allowed by the Referee.

Passing

15. A player may pass the ball at any time. If a player makes a foul within the grounds, unless a fair catch has been made, the opposite side shall scrimmage the ball at the place where the foul was made.

Hacking, Obstructing, etc

16. No player shall hold with his hands or arms an opponent who has not the ball and no player shall obstruct or charge against an opponent (except during a scrimmage, or except such opponent has the ball, or such player is running at or with the ball), or hack, trip, scragg or tackle an opponent below the knee, under a penalty of a free-kick; and no one shall play in a match wearing projecting metal or gutta pereha on any part of his clothing.

Rough Play

17. If a player makes any unfair or rough play, or disputes any decision of the Referee, the Referee shall warn him and if he repeats the offence, the Referee shall rule him off for the whole game, or for such time as he may deem expedient, and no substitute shall be allowed. In any case the Referee shall report such player to his Union; and such Union may suspend such player. and any club which plays with him.

CONSTITUTION

AS AMENDED, SEPTEMBER 1902.

1. The Union shall be called the MANITOBA RUGBY FOOTBALL UNION.

2. Its objects shall be the furtherance of Rugby Football in the Province, including the enforcement of the Rules of the Game, as adopted by the Union, and the supervision and carrying out of the Challenge Cup Competition for the Championship of Manitoba.

3. Rugby Football Clubs, willing to comply with and abide by the Rules of the Union, may be admitted to membership by a two-thirds vote of the Executive.

4. The Entrance Fee shall be \$1.00, and the Annual Subscription \$3.00; and no clubs shall be entitled to compete for the Championship, to be represented at any meeting, or to have any of the privileges of the Union, until all fees and fines have been paid.

5. At all general and annual meetings each club in the Union, that has played a Union match in the previous season, shall be entitled to representation by two delegates, exclusive of the members of the Executive, each delegate and each member of the Executive, not a delegate, to have one vote. Ex-officers of the Union shall be entitled to be present at all general meetings, and may move and speak to motions, but shall have no vote. Any club may be represented by proxies, which shall not, however, be placed in the hands of the accredited delegates of any other club.

6. The officers of the Union shall consist of an Honorary President, Honorary Vice-President, President, Vice-President, and an Honorary Secretary-Treasurer. There shall be an Executive Committee composed of one member from each club, and also the Honorary Secretary-Treasurer, who shall have a casting vote at Executive meetings only.

7. During its term of office the Executive shall have full control and responsibility of the management and finances of the Union, subject to the regulations; it shall have full power to fill any vacancies which may occur

in its number, and to amend and alter the Rules of the Challenge Cup Competition.

8. Due notice of all meetings and of the business to come before each meeting shall be given in writing by the Secretary to the Secretary of all clubs in affiliation with the Union. Notices calling general meetings shall be sent out at least three days beforehand; those calling meetings of the Executive at least forty-eight hours.

9. The Executive may call a general meeting at anytime, and must do so on requisition of the Secretaries of two clubs of the Union. At all general meetings half the total number of delegates, or their proxies, shall form a quorum.

10. The Championship of the Union shall be contested for annually, either by tie matches or by direct challenge, as the Union may from year to year decide.

11. A general meeting may expel any Club from the Union, after due notice has been given to such Club of the business to come before the meeting. Any Club, which has been expelled from the Union may be reinstated by the unanimous vote of the Union.

12. The Constitution of the Union, or the Rules of the Game, shall not be altered except at an annual meeting, and notice of the proposed alteration shall be given to the Secretary in writing, one week before the day of the meeting, and he shall forthwith notify the Secretaries of the various Clubs of the proposed change or changes. An alteration to the Constitution or Rules of the Game shall not take place unless two-thirds of those present at the meeting agree.

RULES OF ORDER

FOR GENERAL MEETINGS

1. The Chairman shall have power to decide questions of order, subject to an appeal. Any member may appeal to the meeting from the decision of the Chair, and the Chairman shall thereupon put the question: "Shall the decision of the Chair be sustained?" A vote of two-thirds of the members present voting being necessary to sustain such appeal.

2. No motion shall be put from the Chair unless submitted in writing with the names of the mover and seconder, except a motion to adjourn.

3. No member shall address the meeting unless a motion is before the Chair, except when general business is being transacted.

4. When a member intends to speak or submit a motion, he shall rise in his place and, addressing the Chair, confine himself to the subject under discussion.

5. Should more than one member rise to speak at the same time, the Chairman shall at once and without appeal, decide who is entitled to the floor.

6. On a point of order being raised while a member is speaking, the member speaking shall at once take his seat; the point of order shall be stated by the member raising it, and the Chairman shall without further debate decide thereon.

7. In business discussion each member shall be allowed to speak twice, but no member shall speak for the second time until all members desiring to speak once shall have done so.

8. No amendment shall be received after an amendment to an amendment.

9. The Chairman shall state every question properly presented at the meeting, and before putting it to a vote shall ask, "Are you ready for the question?" Should no member offer to speak, he shall rise to put the motion; and after he has risen, no member shall be permitted to speak upon it.

10. A motion to adjourn simply shall be put from the chair immediately without discussion

and shall always be in order, except (1) in interruption of a member speaking, (2) when members are voting, (3) when an adjournment was the last preceding motion.

11. The Chairman shall be entitled to vote only on the equality of votes, in which case he shall have the casting vote.

12. When the report of any Committee has been read to the meeting, it shall be deemed to be received without any motion to that effect, and may be then adopted with or without amendment.

13. No amendments to the minutes shall be allowed after their adoption.

14. All points of order not included in the above shall be decided according to the rules of parliamentary usage.

**REGULATIONS AND RULES OF
COMPETITION
FOR THE
Manitoba Rugby Football Union
Challenge Cup**

As Amended September 27, 1898.

— REGULATIONS —

1. The Cup shall be called the Manitoba Rugby Football Union Challenge Cup. It shall be open for competition only to Clubs in the M. R. F. U., and any Club making application to enter a team for the senior series which in the previous year was not represented in said series, must receive the approval of the Executive before said application shall be accepted.

2. No player shall play for the Cup for more than one club in the same year, except in case of a bona fide change of residence, to be de-

cided by the Executive, and no player who is not an amateur in good standing shall compete for the Cup.

(a) In case of infringement of this regulation the Executive shall have power in its discretion to rule out of the series the team with which such person plays, or to inflict such other penalty as it sees fit.

3. The Secretary of the Union shall be to all intents and purposes the legal holder of the Cup, in trust for the Union.

4. Any Club winning the Cup shall, before receiving it, give a satisfactory guarantee for its safe-keeping to the Secretary of the Union.

5. Questions arising from emergencies not provided for in these Regulations or in the Rules of Competition shall be referred to the Executive of the Union through the Secretary, the case to be laid before the Secretary within three days after the dispute.

6. The duration of championship matches shall not be less than one hour and ten minutes. If at the end of that time the game is a draw, an extra ten minutes each way shall be played.

Ten minutes shall be allowed at half-time, and no delay from whatever cause shall exceed five.

7. In any championship match the game shall start sharp on time, whether all the players are on the grounds or not.

8. In the case of injury to players, substitutes shall be allowed in the first half; but in the second half, unless there is an agreement to the contrary, substitutes shall not be allowed, and in case of injury to players the opposing side shall be compelled to drop man for man.

9. In all championship matches the Executive shall appoint the Referee, unless the Secretary receives notice from the competing clubs at least three days before the match, that they have agreed; but in the final and semi-final ties the Executive reserve the right to appoint the Referee. In no case shall the Referee belong to either of the competing clubs, and each club shall pay half of his expenses.

10. That each season the Executive shall classify 13 men from each club as seniors. No

senior player shall be eligible to play in any junior games.

11. Any club intending to default must send to the Secretary of the opposing club and also to the Secretary of the Union, in case of a competition by challenge, at least six days' clear notice, and in case of competition by ties at least two days' clear notice, exclusive of the day on which the match was to have been played. Any club failing to send such notice shall be subject to a penalty of \$10.00, which shall be paid to the club to which it defaulted within two weeks from the date arranged for the match. In home and home matches no club which has received a guarantee under Regulations 13 can default without refunding the guarantee to the club paying the same, and in case of infringement the offending club shall be suspended until payment.

12. All protests shall be accompanied by a deposit of \$5.00, which sum shall be forfeited to the Union should the Executive disallow the protest. And no protest shall be allowed unless notice thereof is received by the Secretary within forty-eight hours after the protested match.

13. In every match under the auspices of the Union the visiting club shall be paid by the home club a guarantee at the rate of three cents per railroad mile (one way) for 16 men. Provided, that no payment under this section shall exceed \$50.00, and the share of the visiting club in the gate receipts shall be taken as a payment on account of the guarantee. In case of non-payment within one week the offending club shall be suspended until payment.

14. A protest shall lie to the Executive from the Referee as to the construction of the rules and not from a decision as to a question of fact



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CASES THE
MOST OBEYED



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